Force Field

Fighting Profiles

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| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
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Special Mechanics

Powers

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
|  |  |  |  |  |  |  |  |  |  |
| Defensive Rush | B | C | 20 | -- | -- | Self | M | * Can be activated if under ½ hit points * Armor 3/3/3 * Defenses +2 * Initiative +2 * Accuracy -2 * Damage -2 | * None |
| Offensive Rush | B | C | 20 | -- | -- | Self | M | * Can be activated if under ½ hit points * Accuracy +2 * Damage +4 * Initiative +2 * Defenses -2 | * None |
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